

Fig. 1

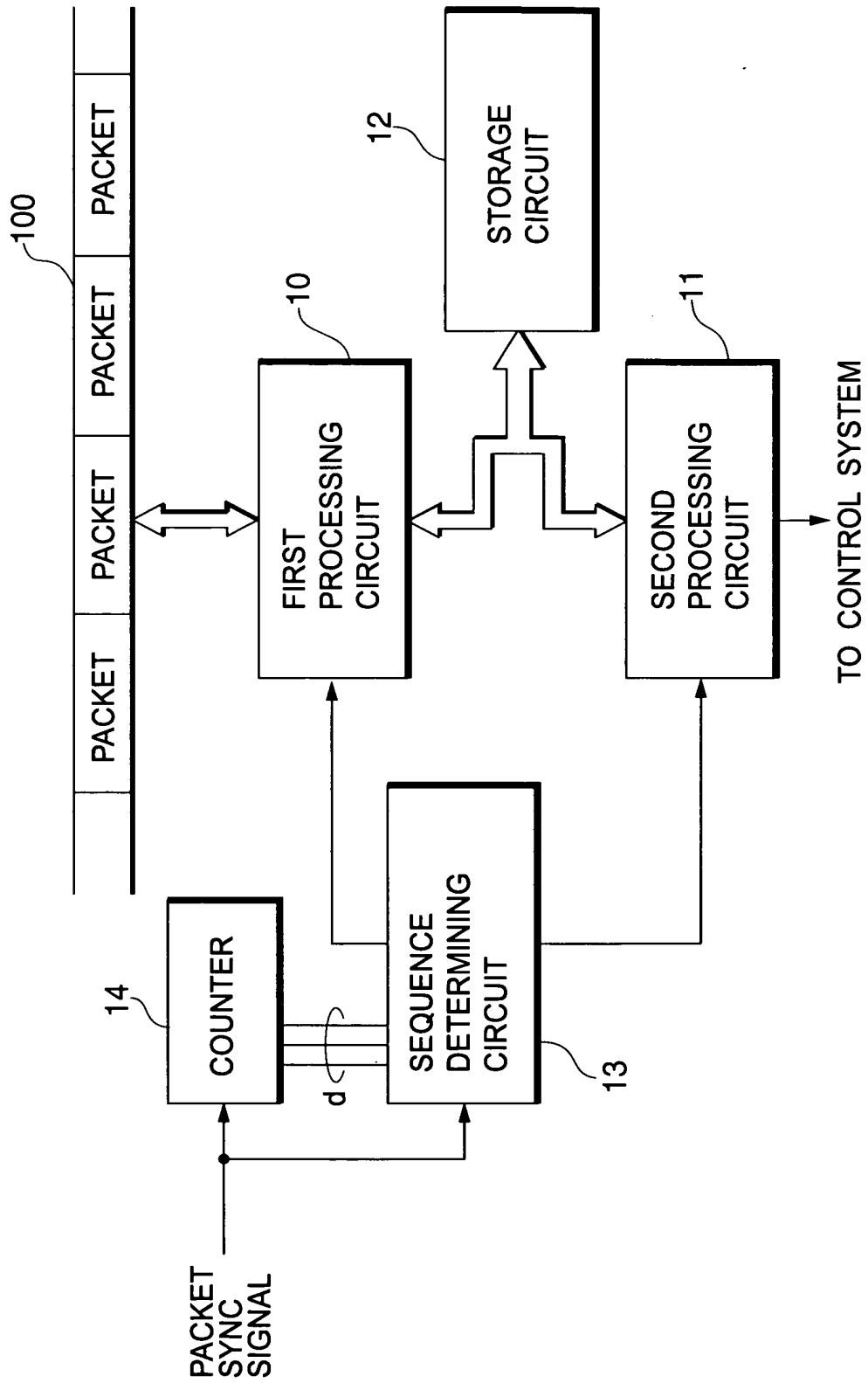


Fig.2

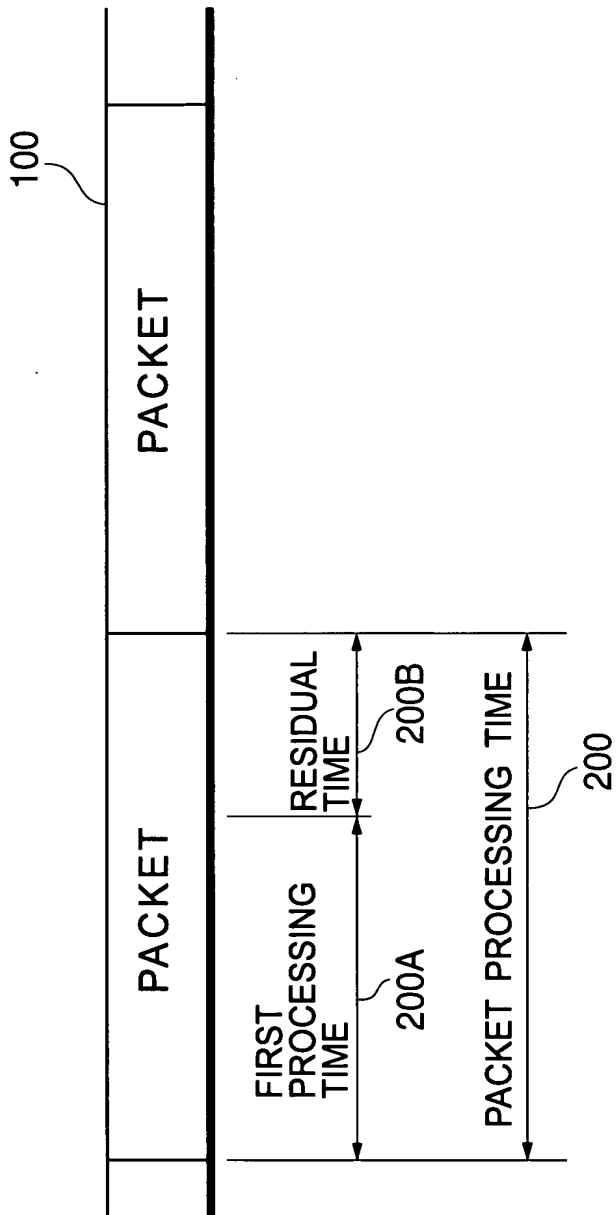


Fig. 3

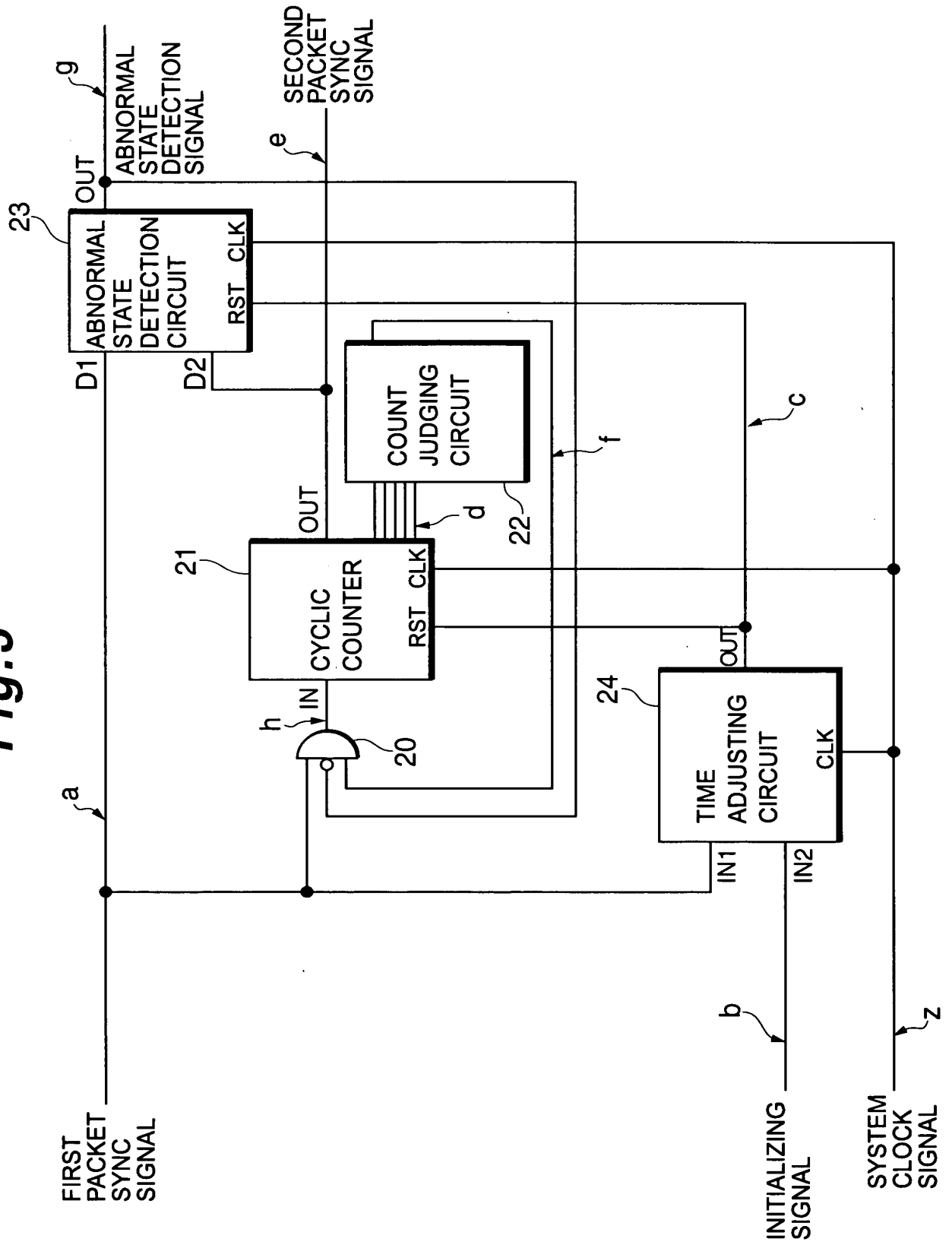


Fig.4

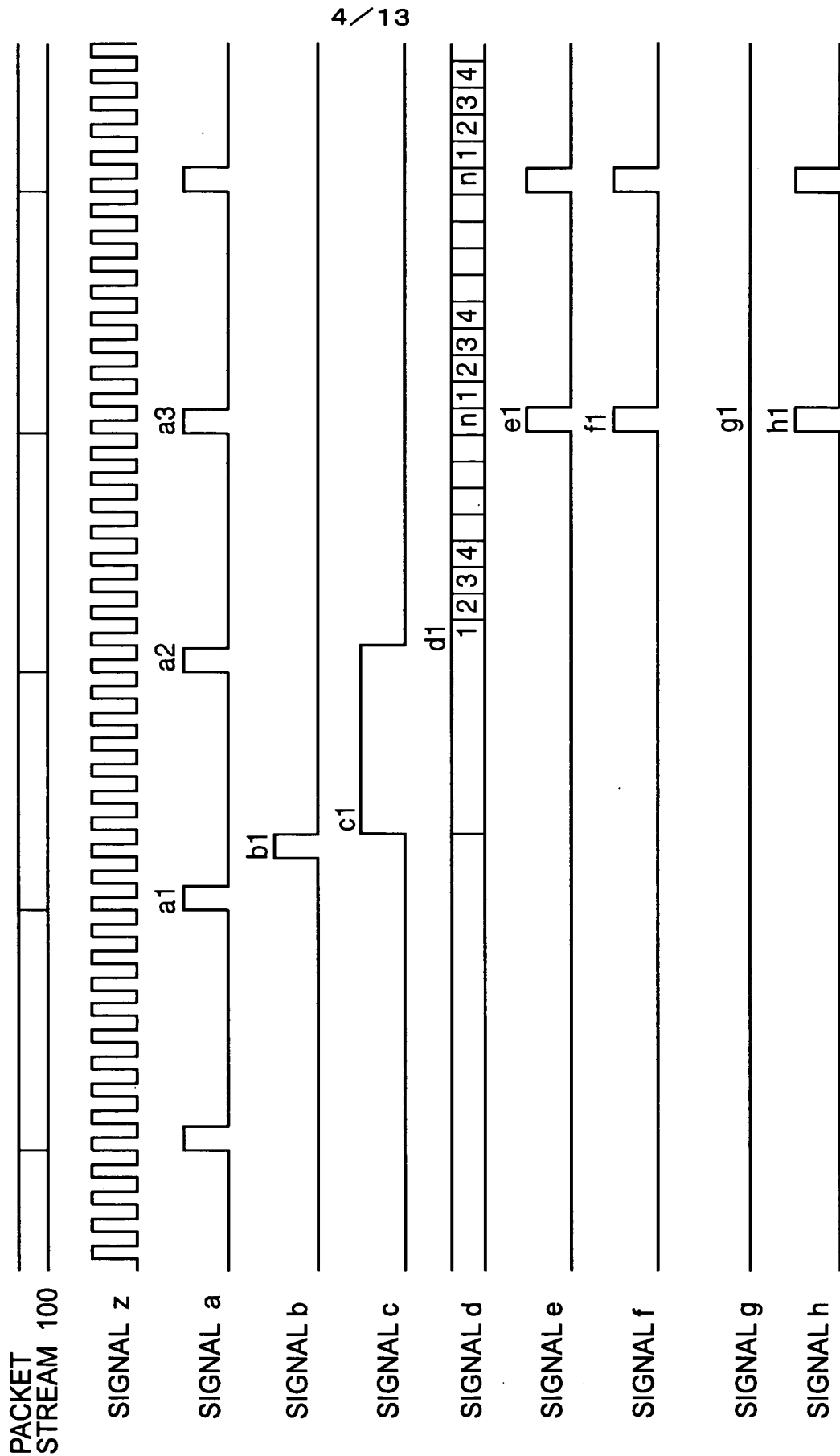


Fig.5

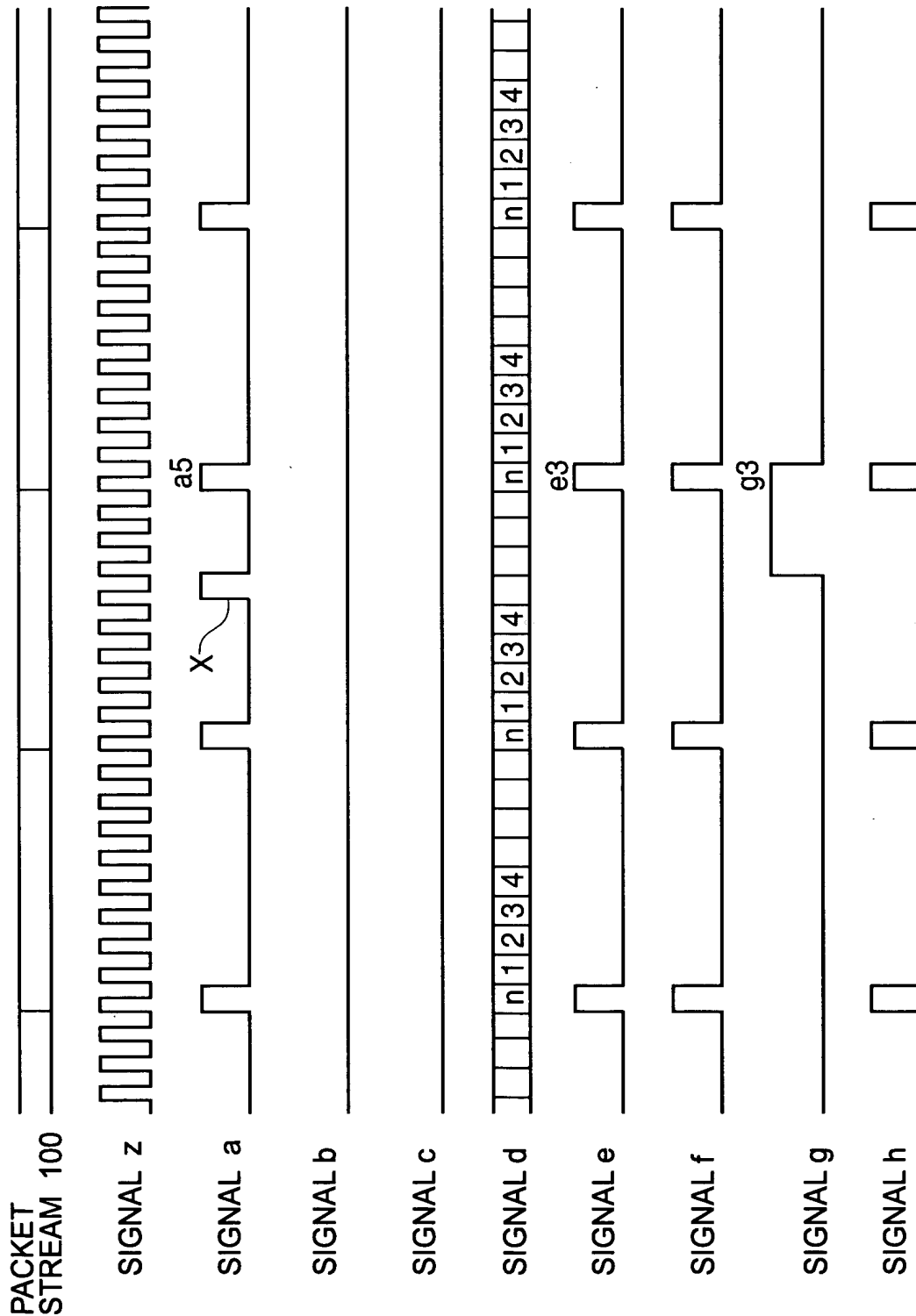


Fig.6

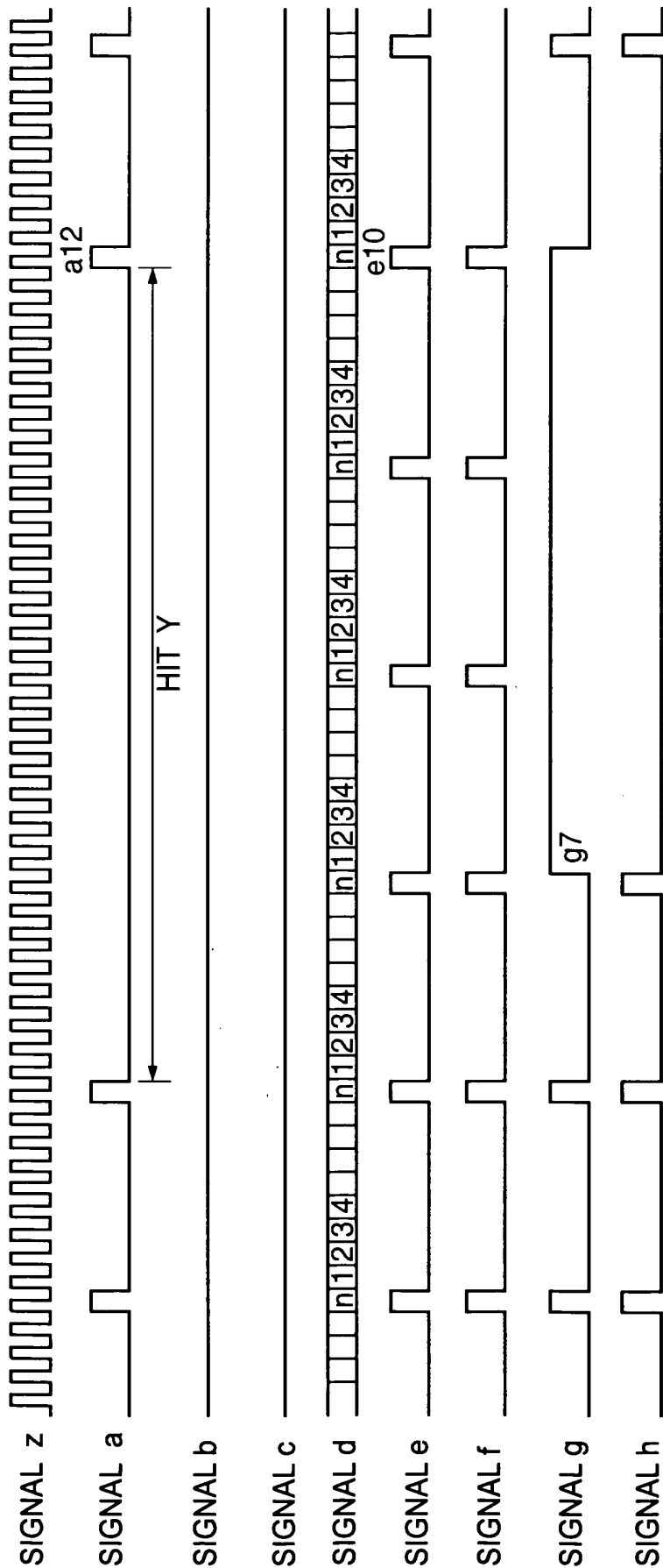


Fig. 7

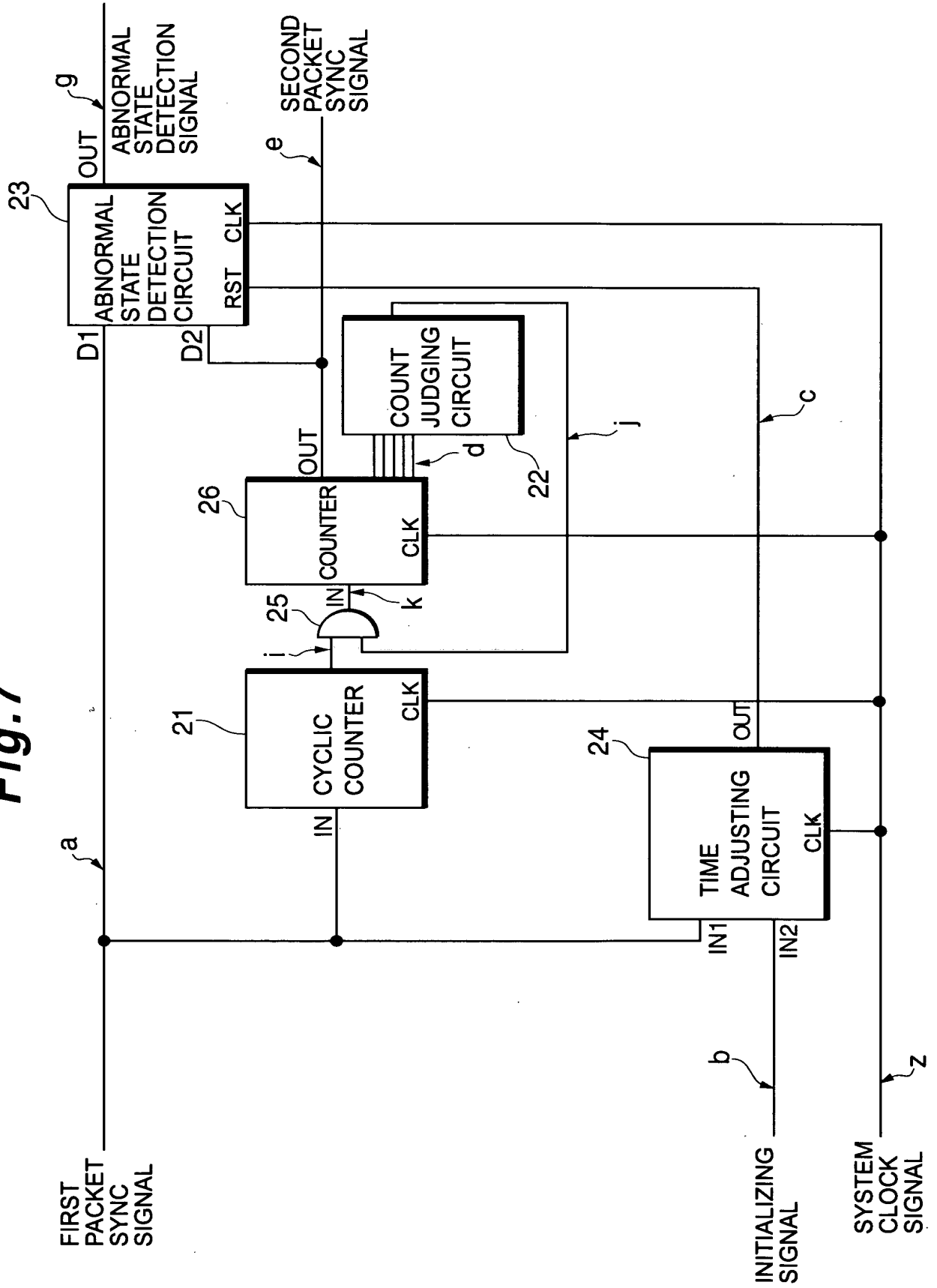


Fig.9

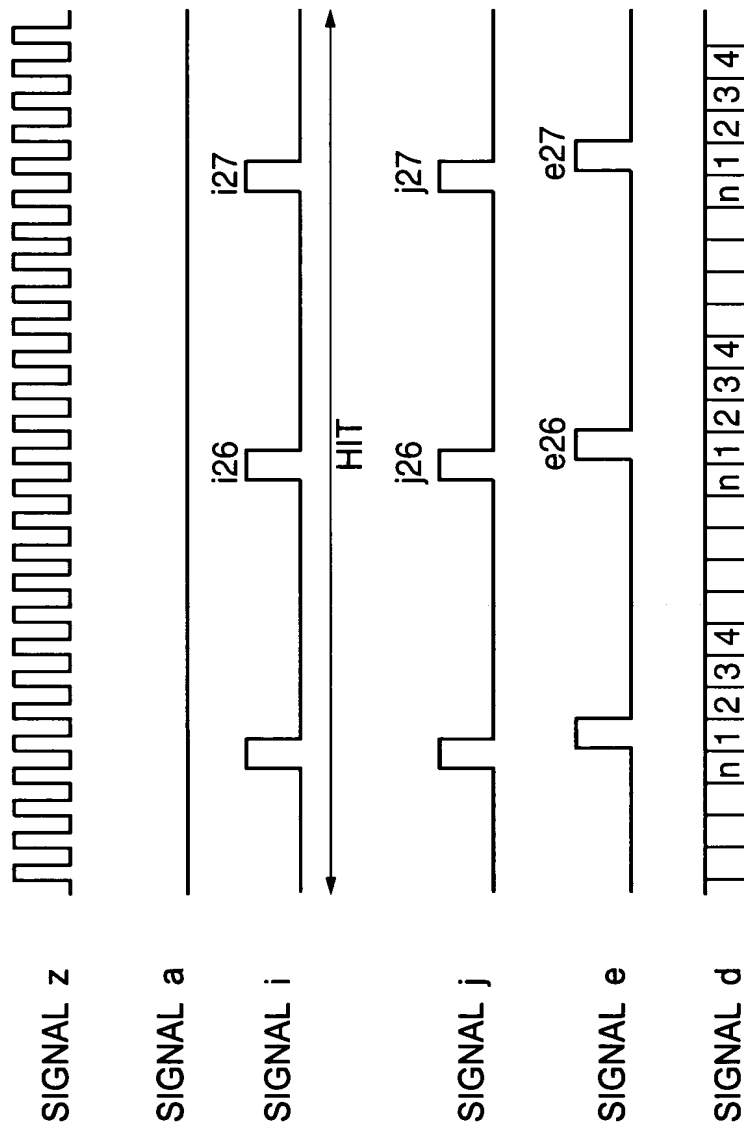
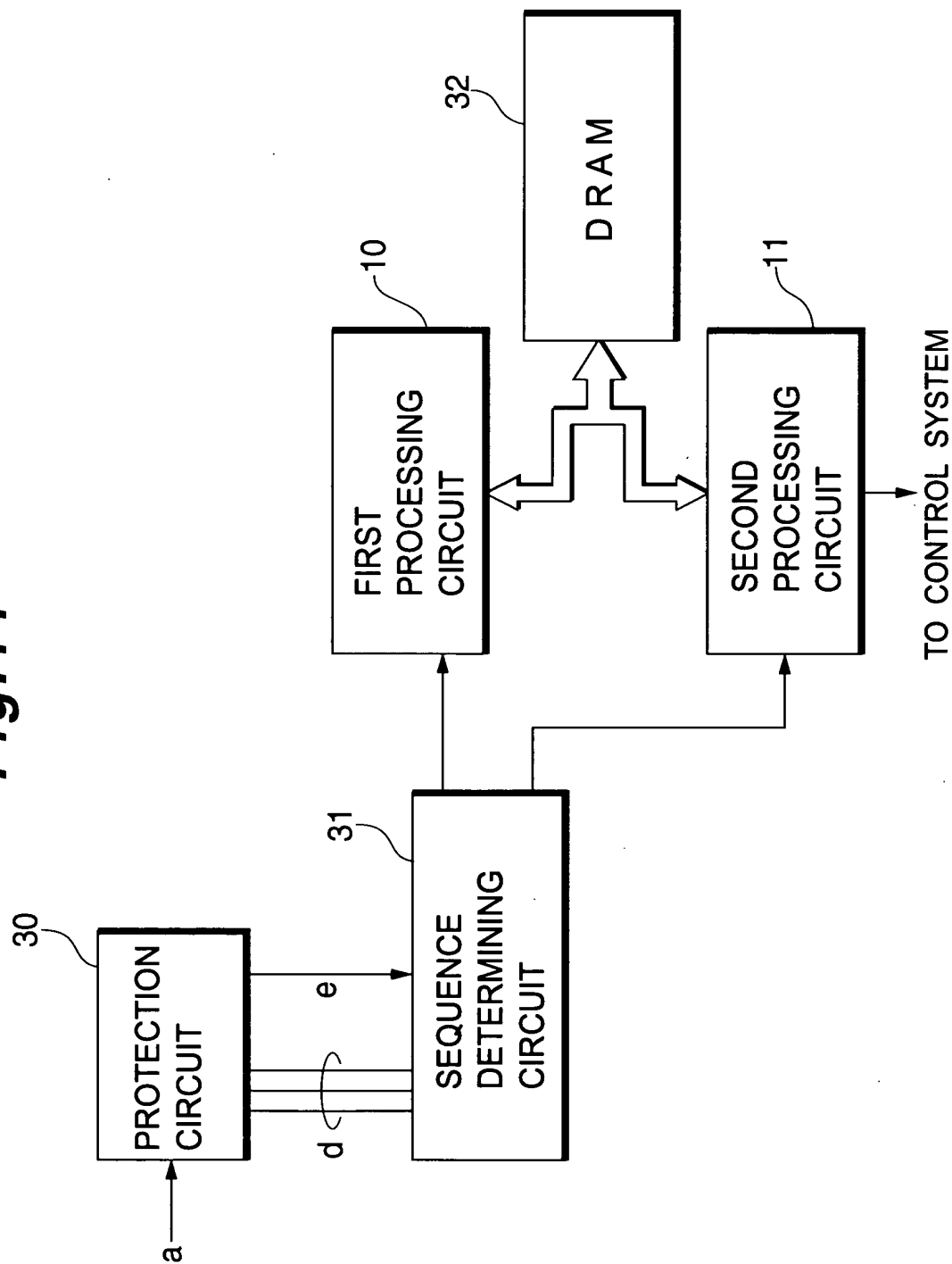


Fig. 11



The diagram illustrates the timing of a packet processing system. It features four horizontal timelines:

- SYSTEM CLOCK SIGNAL z**: A continuous periodic square wave.
- PACKET PROCESSING TIME**: A horizontal double-headed arrow indicating the duration of packet processing, spanning several clock cycles.
- SECOND PACKET SYNC SIGNAL e**: A signal that transitions from low to high at the start of the packet processing time and returns to low at its end.
- SECOND PROCESSING CIRCUIT**: A sequence of operations triggered by the rising edge of signal *e*:
 - REFRESH**: A short pulse.
 - READING AND WRITING DATA**: A period of activity.
 - REFRESH**: A second short pulse.
 - READING AND WRITING DATA**: A second period of activity.
 - REFRESH**: A third short pulse.
 - READING AND WRITING DATA**: A third period of activity.
- FIRST PROCESSING CIRCUIT**: A sequence of operations occurring before the second packet sync signal:
 - READING DATA**: A period of activity.
 - WRITING DATA**: A period of activity.
 - READING DATA**: A period of activity.
 - WRITING DATA**: A period of activity.
 - READING DATA**: A period of activity.
 - WRITING DATA**: A period of activity.

Fig. 13

